

**REMARKS**

Upon entry of this Preliminary Amendment, Applicants add claims 4-16. Claims 4-16 have been newly added to further define and/or clarify the scope of the invention and are based on subject matter that is explicit and/or inherent within the description of the specification and/or the drawings. Applicants submit that no new matter has been added in the claims 4-16.

Furthermore, addition of the claims 4-16 is not made in response to rejections or objections raised by the Examiner, nor is the addition necessary to overcome prior art. Applicants respectfully request that the Examiner enter the preliminary amendment, into this application, provided for as a matter of right under 37 C.F.R. §1.115(b).

Favorable action in regard to the application is earnestly solicited.

Respectfully submitted,

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**ANNOTATED VERSION OF MODIFIED CLAIMS TO**  
**SHOW CHANGES MADE**

4. A system for communication of video information over a network, comprising:  
a first object-oriented coder for dividing data into object macroblocks and background macroblocks, for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks, and for assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.
5. The system of claim 4, wherein the first object-oriented coder comprises a first processor and a first memory.
6. The system of claim 5, further comprising a second object-oriented coder that receives a location vector and at least one motion vector of an object macroblock in a previous frame, the location vector and the at least one motion vector corresponds to location of an object macroblock that is missing in a current frame, and replaces the object macroblock that is missing in the current frame with the object macroblock in the previous frame.
7. The system of claim 6, wherein the second object-oriented coder comprises a second processor and a second memory.

8. A method for communicating video information over a network, comprising the steps of:

dividing data into object macroblocks and background macroblocks;

allocating a higher data transmission rate to the object macroblocks than to the background macroblocks; and

assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

9. The method of claim 8, whereby the allocating is performed by a first processor.

10. The method of claim 9, further comprising the steps of:

receiving a location vector and at least one motion vector of an object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and

replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

11. A system for communicating video information over a network, comprising:

means for dividing data into object macroblocks and background macroblocks;

and

means for allocating a higher data transmission rate to the object macroblocks than to the background macroblocks, the means for allocating is also a means for assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

13. The system of claim 11, wherein the means for allocating is a first processor.

13. The system of claim 12, further comprising:

means for receiving a location vector and at least one motion vector of an object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and

means for replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.

14. The system of claim 13, wherein the means for receiving is a second processor and the means for replacing is the second processor.

15. A computer readable medium having a computer program for communicating video information over a network, the program performing the steps of:

dividing data into object macroblocks and background macroblocks;

allocating a higher data transmission rate to the object macroblocks than to the background macroblocks; and

assigning a higher number of error control overhead bits to the object macroblocks than to the background macroblocks.

16. The computer program of claim 15, further performing the steps of:

receiving a location vector and at least one motion vector of an object macroblock in a previous frame, the location vector and the at least one motion vector corresponding to location of an object macroblock that is missing in a current frame; and

replacing the object macroblock that is missing in the current frame with the object macroblock in the previous frame.